Kikō Senki
(Armored Military History)
Dragonar

機甲戦記
ドラグナー
DRAGONAR

by Marg Baskin (reprinted from ANIME JANAI?! #4)

STILLEVAR
放送開始 1987年2月7日(土)

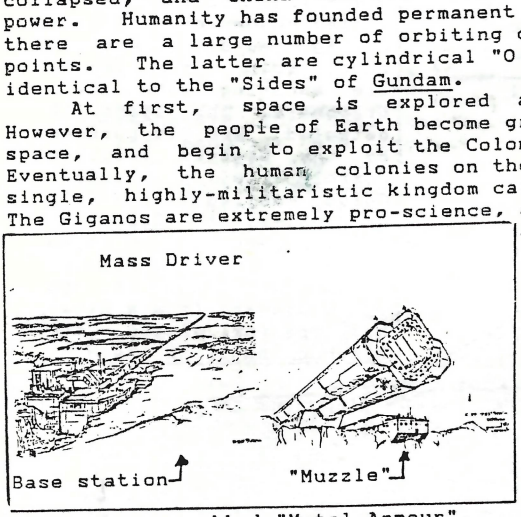
Introduction:

In February, Dragonar replaced ZZ Gundam on the airwaves, as Nippon Sunrise's only SF/robot Anime series. The early magazine coverage of the series is reasonably informative, although there seems to have been a certain number of "last minute" revisions. For instance, the coverage appearing in the January 87 issue of Animec still called the series Stillevar, not Dragonar, even though the robot and character designs had been set. I didn't find too many contradictions from magazine to magazine, though, so <<hopefully>> most of what follows is fairly up-to-date.

Background:

By the year 2087, the European economic community has collapsed, and China has become the world's major industrial power. Humanity has founded permanent colonies on the Moon, and there are a large number of orbiting colonies in the LaGrange points. The latter are cylindrical "O'Neill islands", virtually identical to the "Sides" of Gundam.

At first, space is explored and developed in peace. However, the people of Earth become greedy for the resources of space, and begin to exploit the Colonies for raw materials. Eventually, the human colonies on the Moon unite, and form a single, highly-militaristic kingdom called "Giganos" (ギガノス). The Giganos are extremely pro-science, and highly advanced in all areas of scientific research. They develop the "Mass Driver" a gigantic mass accelerator which is to be used for shooting raw materials from the Moon's surface into orbit, for later transport to Earth or the Colonies. Giganos Secretly, they also conduct experiments Earth with advanced weaponry, and develop mobile weapons called "Metal Armour".



Ideologically, the Giganos culture is extremely fascist/militaristic. Their Prime Minister, Giltor (ギルトル), believes that the Giganos are the Super Elite <<read: Master

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Race>>, and are the only faction of humanity who deserve to live. Gradually, his beliefs are becoming those of the entire culture.

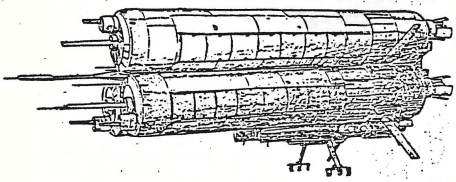
Giganos

When their army is ready to face the Earth Alliance Army, the Giganos declare war on all of the countries of Earth, and on the other Space Colonies. For their initial attack, they convert the Mass Driver into a weapon, by changing the trajectory of the giant boulders it fires, so that, rather than going into orbit, they enter Earth's atmosphere--effectively becoming gigantic bombs. This is the first step in the Giganos plan for the subjugation of Earth, which will be followed eventually by the destruction of all humans except their own people. Since the Alliance is inadequately prepared for war, their position is extremely bleak. Seventy percent of the Earth's surface is subjugated or destroyed by the Giganos, and the morale of the survivors is dragged down by continuous rumours of defeat.

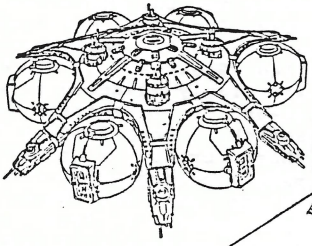
Earth Alliance

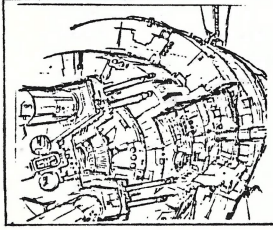
The series begins shortly after the attack on Earth by the Mass Driver. The Earth Alliance Army (the Allies) has managed to steal three of the most advanced Giganos Metal Armors, the "Dragonars". The Metal Armors are being carried back to Allied headquarters aboard a disguised Alliance transport ship, the Idaho. While escaping with the Dragonars, the Idaho is detected, and is pursued by the Giganos Cruiser Humbolt to a neutral Colony called "Arkahdo". Originally, the Idaho was to have received the three computer diskettes which would allow them to use the Dragonars from a Giganos traitor aboard the Arkahdo, but with the Hum-

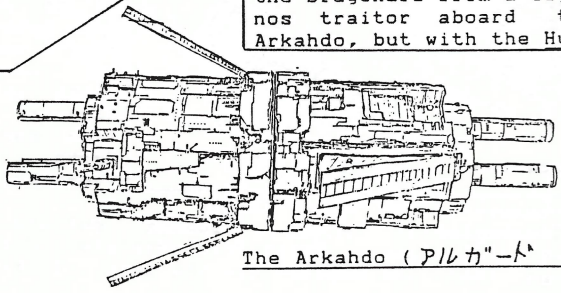
The Idaho (アイダホ)



The Humbolt (フンボルト)



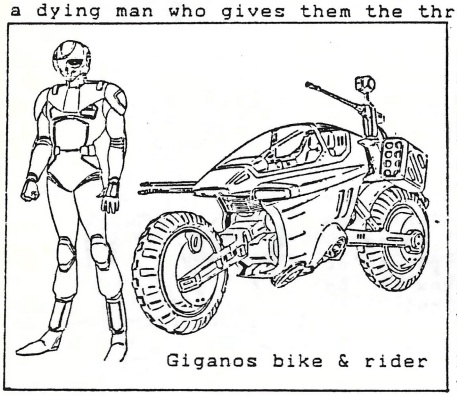




The Arkahdo (アルカ"ード)

bolt in close pursuit, the Colony becomes a place of temporary refuge. Although the Arkahdo's administration denies them permission, they enter one of the Colony's docking bays. The Humbolt does not follow them in, but proceeds instead to another point along the perimeter of the Colony, where it (literally) drills a new entry port of its own to allow landing troops to board the Arkahdo.

On the Arkahdo, there is a school called the "Astronaut Academy". Among its pupils are a trio of close friends named Kain Wakaba, Light Newman, and Tap Oseano. They are very concerned with the progress of the war between Giganos and Earth, which they are following on the radio. While travelling through the evacuated streets of the Colony, the teenagers stumble across a dying man who gives them the three computer diskettes.


Giganos bike & rider

Later, they run afoul of a squadron of armoured motorcycles, which have been sent onto the Colony from the Humbolt to retrieve the diskettes, and the Dragonars. The Giganos bikers pursue them into the docking bay where the Idaho is located, and they sneak aboard the ship. They discover the Dragonars, and without fully understanding the implications of what they're doing, use the diskettes as they are instructed by the robots' onboard computers, to fully activate the machines.

Unfortunately for them, the Metal Armors are designed to analyze and memorize the "imprint" of the voice and physical characteristics of the person who activates them. Once imprinted, they will not obey another pilot, so our three heroes are now, for better or worse, the only people able to pilot the captured Metal Armors. They use the Metal Armors to battle the Giganos Bike squad, and destroy it, then return to the Idaho.

A short time later, having apparently decided that it is better to destroy the Dragonars than to leave them in enemy hands, the Giganos use the Mass Driver to shoot a giant boulder at the Arkahdo, destroying it. <<Figuring out how they managed to "aim" the Mass Driver, which is built into the surface of the Moon, rather than just lobbing a rock at whatever happens to be in front of it at any given time, is an exercise left to the reader--it totally confuses me!!>>

Before the Colony is destroyed, a number of refugees are taken aboard the Idaho, where they are kept in detention by the crew. The Idaho escapes the destruction of the Colony, and heads toward Earth.

Among the refugees are the three new Dragonar pilots. At first, the crew of the Idaho try to keep them away from the Metal Armors, since they are considered a security risk, but they manage to get back aboard the robots, and use them to battle the still-pursuing Giganos. Eventually, the Captain realizes that he

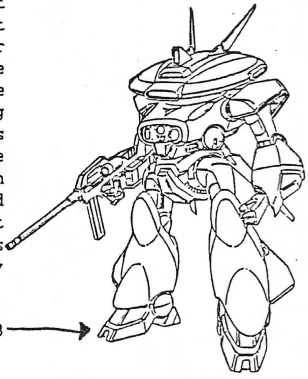
needs the robots in action if they are going to survive to reach their destination, so Kain and his two friends find themselves drafted into the Alliance Army...

Cast of Characters:

Kain Wakaba (ケーン・ワカバ): The hero of the series. A sixteen-year-old, of Japanese ancestry <<oh, gee, I'm so surprised>>. He lives on the Colony Arkahdo, with his mother Aoi, and attends the Astronaut Academy. Kain is bright, and very amiable and outgoing. He's very active, and doesn't see himself as having the makings of a soldier, even though many of his friends have volunteered for the Alliance Army. He accidentally becomes the pilot of Dragonar 1, and proves to be quite capable under fire.

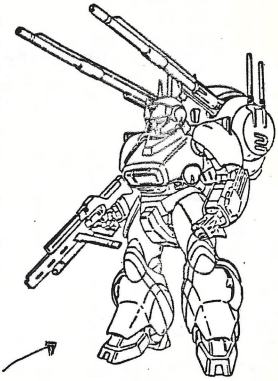
Dragonar 1

Light Newman (ライト・ニューマン): At age 17, he's the oldest of the trio of Dragonar pilots. He's also the intellectual of the group, being something of a genius. He was born in England. He flies Dragonar 3, which is the robot specialized for long-distance reconnaisance. It also has a super computer which is capable of taking control of enemy robots.



Dragonar 3

Tap Oceano (タップ・オセアノ): The third of the Dragonar pilots--he flies Dragonar 2. He is a physically strong and active youth, who likes to demonstrate his prowess in wrestling matches. He's an American, and while he is the least intellectual of the group, he makes up for it with his hard work, and dependability. He is also the most streetwise of the trio. He is constantly cheerful, resourceful, and never complaining.



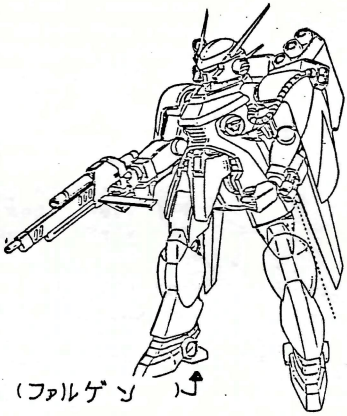
Dragonar 2

Rose Pattenton (ローズ・パテントン): Age: 16 years. Rose was born on the Moon, and she first became a refugee when the Giganos declared independence. She escaped to the Arkahdo, and later was taken aboard the Idaho just before the destruction of the Colony. In personality, she is cheerful, and charming, though she is not especially attractive. Aboard the Idaho, she becomes Diane Lance's friend and assistant,' helping her to look after the refugee children.

Linda Plato (リンダ・プラート): Age: 16 years. Linda is one of the refugees who is taken aboard the Idaho. Unknown to her companions, she is also the younger sister of Giganos Ace Pilot Mieyo Plato. She was born in Soviet Russia, and was raised on the Moon. Her father was an experimental scientist for the Giganos. Her mother became disillusioned with the increasingly-Fascist ideology of the Giganos culture, and defected back to the Earth faction <<or possibly was deported--not sure>>. Linda shares her mother's hatred of the Giganos ideology, and shortly before the beginning of the series, she managed to escape from the Moon to the Arkahdo. In personality, she is sensitive, self-sacrificing, and very gentle. She is extremely insecure about herself and her identity, and she quickly adopts Diane Lance as an idol and role-model. Kain and his friends think she is extremely beautiful, and she becomes their Lady, in the chivalric sense.

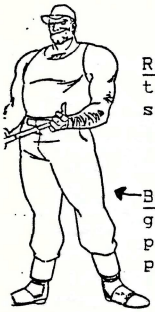
Diane Lance (ダイアン・ランス): Age: 22 years. American. A kind-hearted and wise young woman who is a school teacher. She is one of the Arkahdo refugees aboard the Idaho, where she teaches, and helps care for, the children among the group. She befriends Rose, and Linda.

Mieyo Plato (マイヨ・プラート): Age: 24 years. Born in Soviet Russia, and raised on the Moon. He is the commander of the Giganos Elite fighter squadron, and an instructor at the Giganos Military Academy. He and his training ("Practice") squadron of pilot-cadets become the main opponents of the Dragonar pilots. Linda Plato is his younger sister.



Falguen (ファルゲン)

Cast of Extras:



Roy Gibson (ロイ・ギブソン): The Captain of the Idaho. A quiet, somewhat sullen man.

Ben Rooney (ベン・ルーニー): Allied sergeant aboard the Idaho, who assumes responsibility for the three Dragonar pilots.

Souru Jirusetto (ソウル・ジルセット): Woman doctor with the refugees aboard the Idaho.

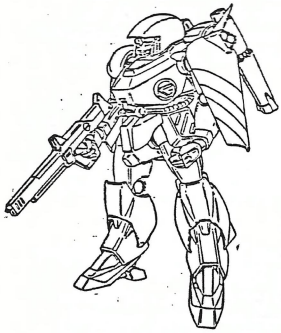
Aoi Wakaba (アオイ・ワカバ): Kain's mother. She works at the administration centre for the entry port of the Arkahdo.

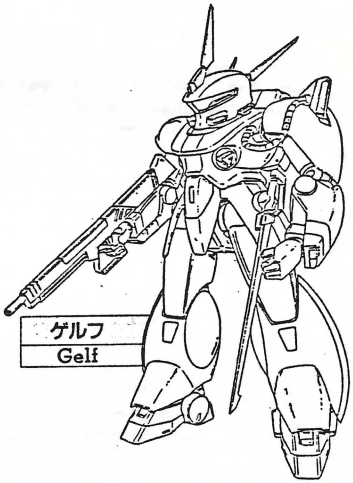
Welnar Fritz (ウェルナー・フリッツ): Member of Mieyo's Practice Squad.

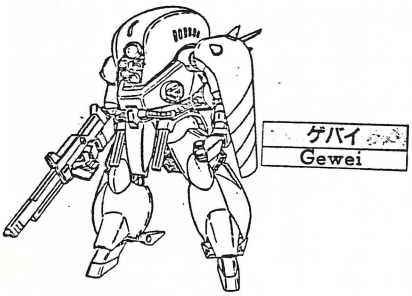
Karl Geinar (カール・ゲイナー): Member of Mieyo's Practice Squad.

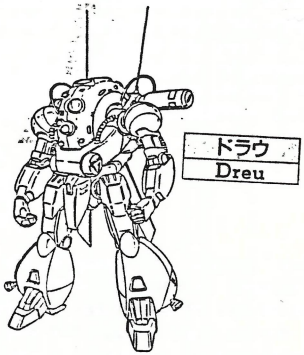
Dan Kruger (ダン・クリューガー): Member of Mieyo's Practice Squad.

Giganos Metal Armor Types:









ANCIENT BREAKERS, NOVEAU TSUNAMIS (ABNuT)

When you wake up in the morning, do you have a pasty film over the inside of your mouth, caused by the lack of a truly high quality 'zine, a zine with stories that are a mere hairsbreadth away from the truly bizarre side of perverse profanity, a 'zine that will print anything the pipples choose to write, as long as it is of quality, a 'zine that considers nothing sacred, not even it's own editorial staff?

When you prepare for your evening's entertainment, another lovely and loveable human being (or small furry animal) by your side, your love slave of the night, ready to descend into the depths of that kind of stuff that your parents said would drive you insane, do you find that all of your precious bodily fluids have dried up due to a fanzine that only prints the latest Mary-Sue meanderings of rose-tinted adolescent dreck and drool, a 'zine that prints the safe and sound, the sweet mental vacuity of closet mundanes, a 'zine that stays dead on track with the same old realities, a fannish version of Reader's Digest?

IS THAT WHAT'S BOTHERING YOU, FRIEND?

Well, get that foul crap out yo' mouth, and let the precious bodily fluids flow down the channels of passion! There is hope for you yet, there is a light at the end of the tunnel, your income tax refund check is in the mail, and Oral Roberts may yet die. The sun will rise in the east yet again, and set in the west, and while it's boring, you can count on it.

Another thing you can count on is that if you, our potential contributors, send us good stuff, we'll publish it, and publish it in the proud company of other stories of equal quality.

And not only stories, but art, editorializations, bizarre reviews of even more bizarre stuff, commentaries on the burning issues of our day, all prepared, printed and published by the strangest group of mutants since Dorothy, Toto and their friends left on their holy quest to find that crazy dude who slipped them the good drugs. Well, maybe we're not that weird, but we are working on it.

Is there a place in the pages of ABNuT for you?

Don't be ridiculous! Of course there is. We are presently accepting submissions from anybody who has talent, anybody who aspires to talent, anybody with a story to elevate from personal dreams to public realities. We would prefer to avoid media-related stories, shared universe stories, Mary-Sue stories, in fact, let's just avoid stories other than original SF&F, with no sentimental meandering poetry about your favorite characters from whatever piece of stuff that you're currently dancing in your pants about. If you can avoid it, so can we. (No, I won't publish my steamy bit of pornography concerning myself and Lynda Carter/Raquel Welch/Amanda Pays).

If you're interested, curious, or simply nosy, send a SASE to the following address and we'll get you a copy of our editorial policy.

J.P. Reader
c/o Betsy Marshall
1654 W 5th St.
Irving, TX 75060

Hey, listen. It could be worse. We could be asking for your first-born children as sacrifices to the Dark Ghods. We could be demanding the release of all Presidential assassins. We could make little voodoo dolls out of the entire population of Fresno, Calif. and threaten them with pain and the heartbreak of psoriasis if they don't stop making their children eat wheat bread.

All we want is your imaginations.